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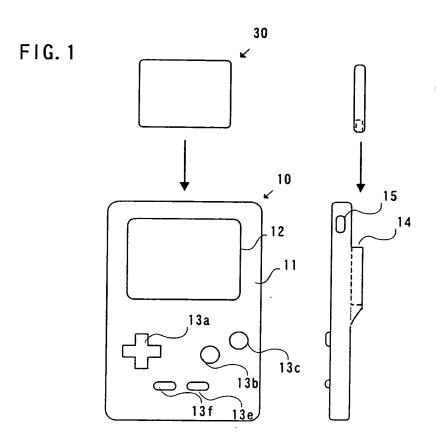


FIG. 2

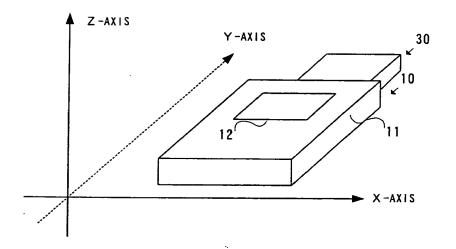




FIG. 3

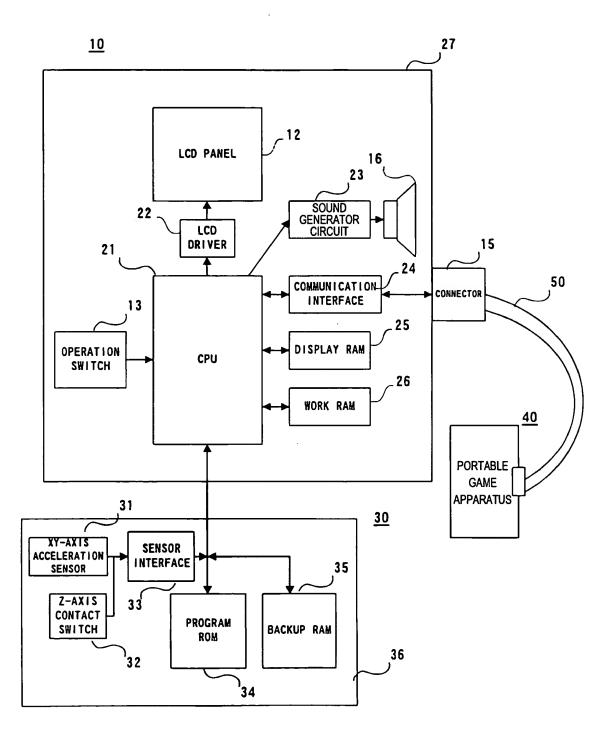




FIG. 4

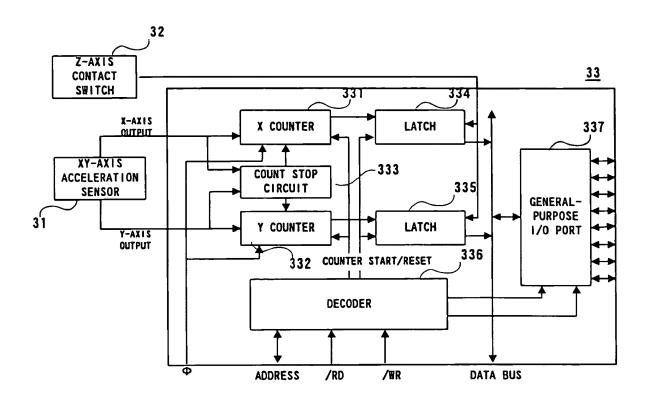


FIG. 5

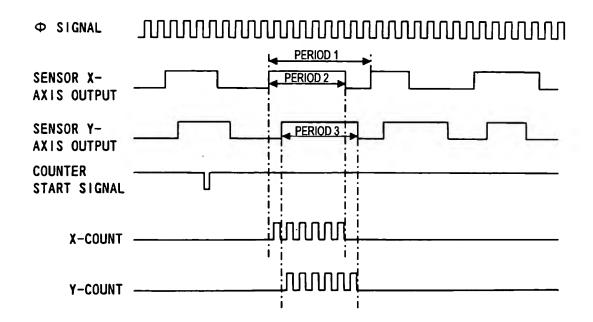
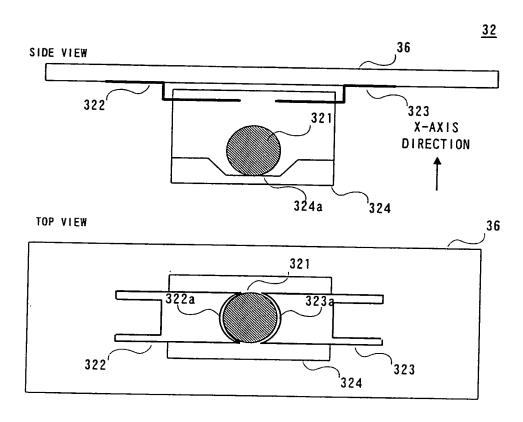




FIG. 6



322 323 323

324



FIG. 8

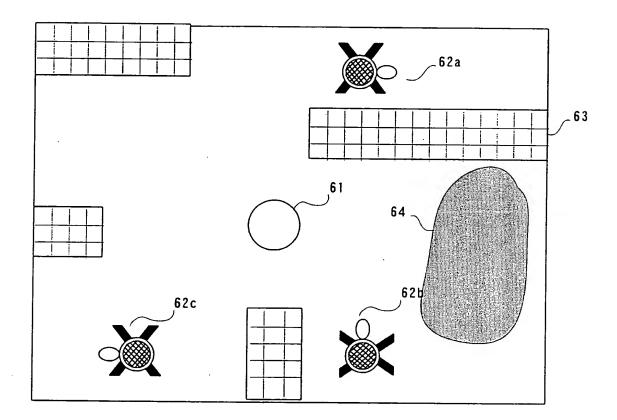




FIG. 9

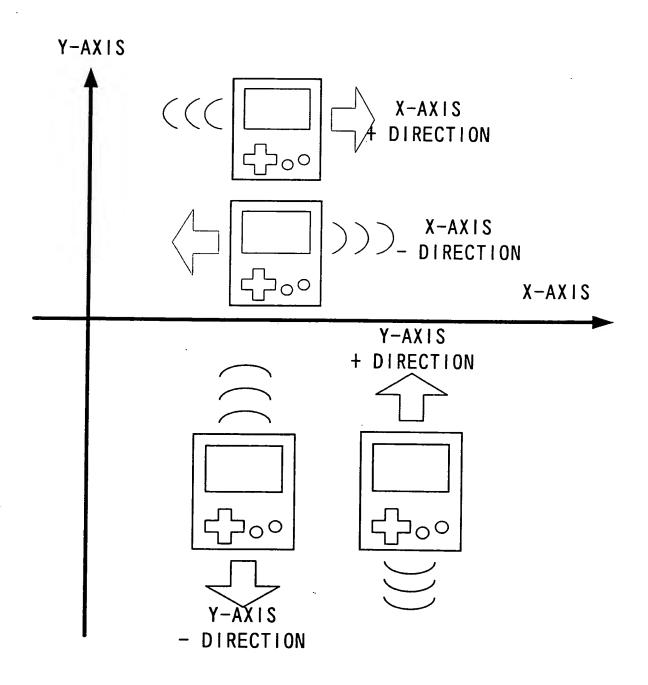




FIG. 10

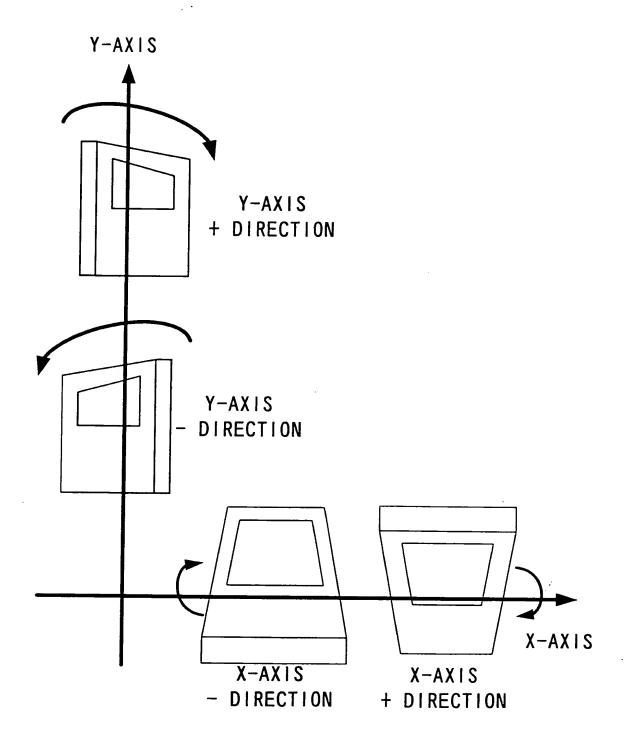




FIG. 11

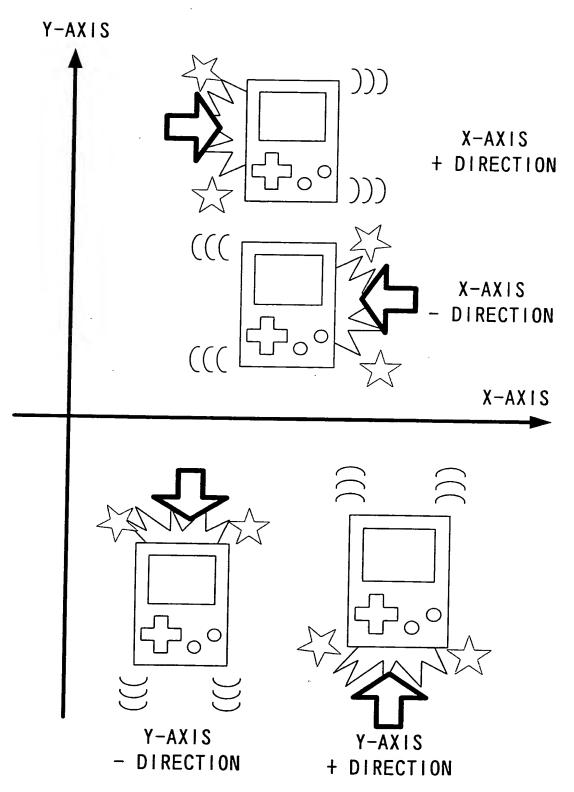




FIG. 12

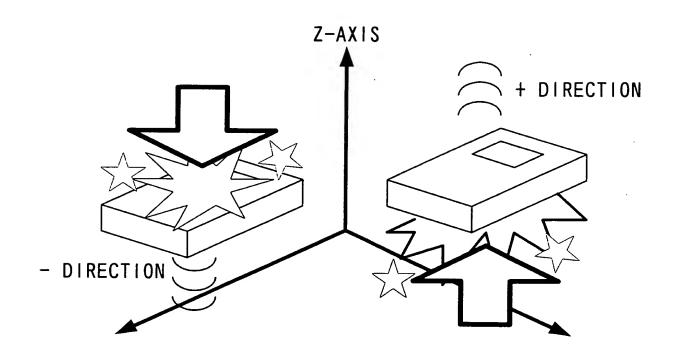
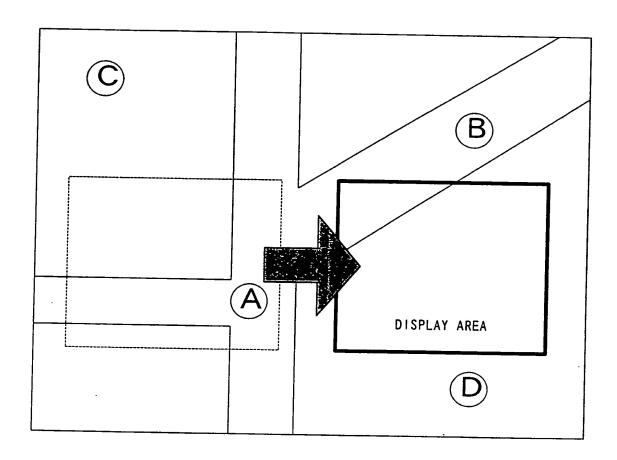




FIG. 13



VIRTUAL MAP

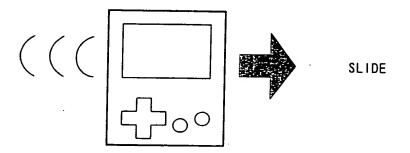




FIG. 14

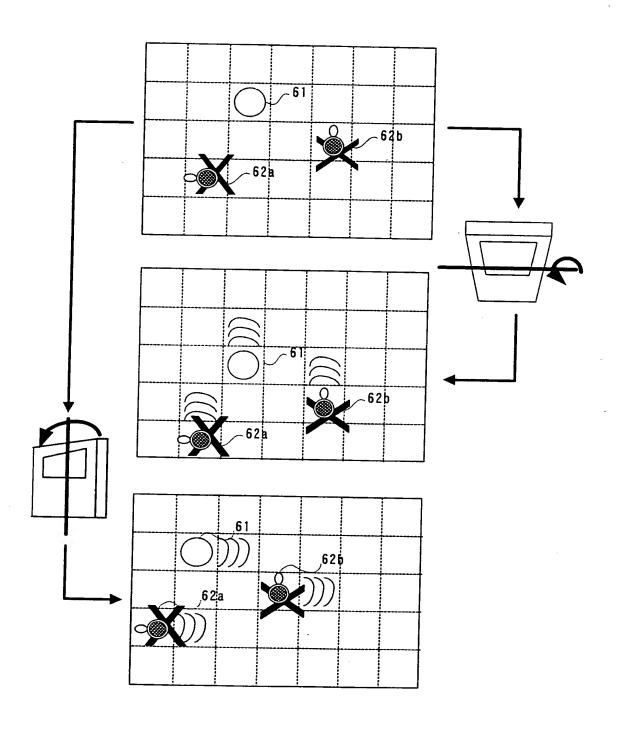
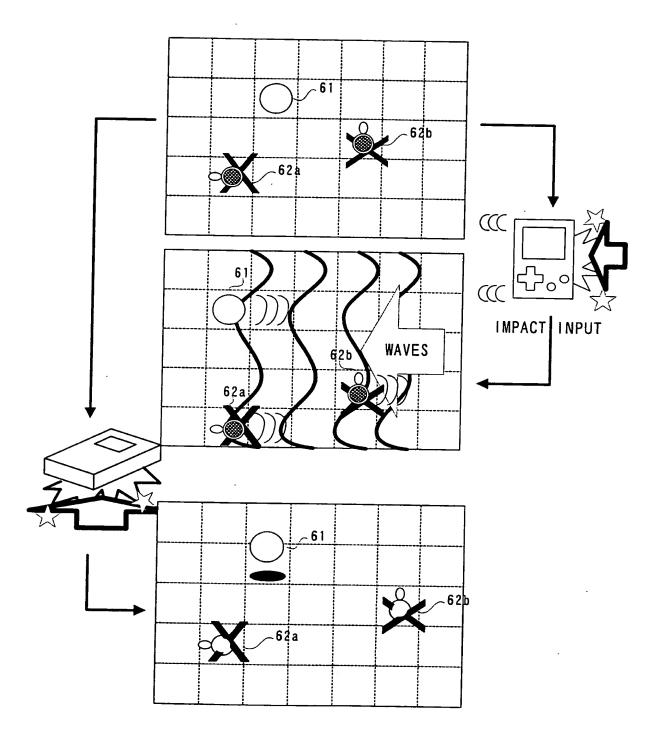




FIG. 15





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FIG. 16

### PROGRAM ROM 34a **OBJECT CHARACTER DATA** .34b MAP DATA ACCELERATION SENSOR OUTPUT CONVERSION TABLE RECOMMENDED POSITION SET TABLE GAME MAP SELECT TABLE PLAYER CHARACTER MOVING TABLE \_34c IN-AIR TABLE ON-FLOOR TABLE ON-ICE TABLE UNDERWATER TABLE NPC MOVING TABLE NORMAL POSITION TABLE UPSIDE-DOWN POSITION TABLE GAME PROGRAM MAIN PROGRAM OG SET PROGRAM NEUTRAL POSITION SET PROGRAM RECOMMENDED POSITION SET PROGRAM 34e GAME MAP SELECT PROGRAM SENSOR OUTPUT READ PROGRAM OBJECT MOVING PROGRAM

SCREEN SCROLLING PROGRAM

NPC SELF-CONTROL MOVEMENT PROGRAM

OTHER PROGRAMS

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FIG. 17

WORK RAM	
NEUTRAL POSITION DATA	
NEUTRAL POSITION DATA X (NPx)	_26a
NEUTRAL POSITION DATA Y (NPy)	
NEUTRAL POSITION DATA Z (N P z)	
ACCELERATION SENSOR OUTPUT VALUES	
ACCELERATION SENSOR OUTPUT X (INx)	
ACCELERATION SENSOR OUTPUT Y (INy)	
Z-AXIS CONTACT SWITCH OUTPUT VALUE (INz)	
IMPACT INPUT FLAG	26c
IMPACT INPUT FLAG (FS)	
CAMERA COORDINATES OF MAP SELECT SCENE	<del></del>
CAMERA X COORDINATE (Cx)	26e
CAMERA Y COORDINATE (Cy)	
GAME MAP NUMBER	
GAME MAP NUMBER (M N)	
CHARACTER 1	
X MOVING ACCELERATION (A x)	
Y MOVING ACCELERATION (Ay)	
Z MOVING ACCELERATION (Az)	_26g1
X MOVING ACCELERATION CHANGE AMOUNT (d A x)	
Y MOVING ACCELERATION CHANGE AMOUNT (dAy)	
Z MOVING ACCELERATION CHANGE AMOUNT (d A z)	
X VELOCITY (V x)	
Y VELOCITY (V y)	
Z VELOCITY (V z)	
2 72200111 (72)	
X COORDINATE (X)	
Y COORDINATE (Y)	
Z COORDINATE (Z)	
LAST-TIME X COORDINATE (Px)	
LAST-TIME Y COORDINATE (Py)	
LAST-TIME Z COORDINATE (Pz)	, i
CURRENT POSITION STATUS (S P)	
CORRENT FUSTITION STATUS (SP)	
POSE NUMBER (PN)	
CHARACTER 2	26g1
CHARACTER 3	26g1
CHARACTER	26g·
•••	



FIG. 18

#### DISPLAY RAM

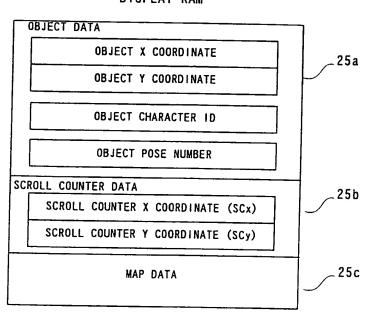


FIG. 19



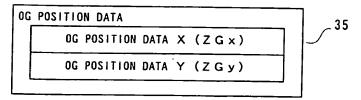




FIG. 20

#### GAME MAP SELECT PROCESSING TABLE

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF CAMERA X COORDINATE (Cx)	× 2	_	_	_	-
SENSOR OUTPUT VALUE Y(INY)	CHANGE AMOUNT OF CAMERA Y COORDINATE (Cy)	× 2	-	_	_	-
Z-AXIS CONTACT SW OUTPUT VALUE (INZ)	MAP DECISION	_	- '	_	_	_
IMPACT INPUT FLAG (FS)	-		-		-	_

## FIG. 21

#### PLAYER CHARACTER MOVING TABLE (IN-AIR)

	UTILIZATION	CORRECTION	PARTICULAR	PARTICULAR	PARTICULAR	PARTICULAR
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION	CORRECTION
			CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	<b>–</b>	_	_	_	_	_
VALUE X(INx)						
SENSOR OUTPUT	_	_	_	_	-	_
VALUE Y(INy)						
Z-AXIS CONTACT	CHANGE AMOUNT	× 1	_	_	_	_
SW OUTPUT VALUE	OF Z MOVING					
(INZ)	ACCELERATION					
	(dAz)					
IMPACT INPUT	_	_	_	_	_	_
FLAG (FS)			_			



FIG. 22

#### PLAYER CHARACTER MOVING TABLE (ON-FLOOR)

	UTILIZATION	CORRECTION	PARTICULAR	PARTICULAR	PARTICULAR	PARTICULAR
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION	CORRECTION
			CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	CHANGE AMOUNT	× 2	Inx>20	40	-	_
VALUE X(INx)	OF X MOVING					
	ACCELERATION					
	(dAx)					
SENSOR OUTPUT	CHANGE AMOUNT	× 2	Iny>20	40	-	_
VALUE Y(INy)	OF Y MOVING					
	ACCELERATION	-				
	(dAy)					
Z-AXIS CONTACT	CHANGE AMOUNT	× 1		_	_	_
SW OUTPUT VALUE	OF Z MOVING					
(INZ)	ACCELERATION					
	(dAz)		1			
INDACT INDUT		V 2				
IMPACT INPUT	CHANGE AMOUNT	× 3	_	_	_	_
FLAG (FS)	OF XY MOVING					
	ACCELERATION					
	(dAx, dAy)				·	
L	(6/12)		L		L	<u> </u>

# FIG. 23 PLAYER CHARACTER MOVING TABLE (ON-ICE)

LITTLE TATION	CORRECTION	PARTICIII AP	PARTICIN AD	DADTICHIAD	PARTICULAR
	· ·				
MEINUU	KATIU				CORRECTION
		CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
CHANGE AMOUNT	× 3	Inx>20	60	-	_
OF X MOVING					
ACCEL FRATION					·
CHANGE AMOUNT	× 3	Iny>20	60	_	_
OF Y MOVING					
ACCEL ERATION					
CHANGE AMOUNT	X1	_	-	_	_
OF Z MOVING					
ACCELERATION					
(dA2)					
	\				
	X 5	_	_	_	_
OF Z MOVING					
ACCELERATION					
(dAz)					
	OF X MOVING ACCELERATION (dAx) CHANGE AMOUNT OF Y MOVING ACCELERATION (dAy) CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz) CHANGE AMOUNT OF Z MOVING ACCELERATION	METHOD RATIO  CHANGE AMOUNT	METHOD RATIO CORRECTION CONDITION 1  CHANGE AMOUNT X 3 Inx>20  OF X MOVING ACCELERATION (dax)  CHANGE AMOUNT X 3 Iny>20  OF Y MOVING ACCELERATION (day)  CHANGE AMOUNT X 1 —  OF Z MOVING ACCELERATION (daz)  CHANGE AMOUNT X 5 —  CHANGE AMOUNT X 5 —  CHANGE AMOUNT X 5 —  CHANGE AMOUNT X 5 —	METHOD RATIO CORRECTION CORRECTION NUMBER 1  CHANGE AMOUNT	METHOD RATIO CORRECTION CORRECTION CONDITION 2  CHANGE AMOUNT



FIG. 24

PLAYER CHARACTER MOVING TABLE (UNDERWATER)

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dax)	×1/2	Inx>20	60	-	_
SENSOR OUTPUT VALUE Y(INy)	CHANGE AMOUNT OF Y MOVING ACCELERATION (day)	×1/2	Iny>20	60	_	-
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	× 1	_	_	-	_
IMPACT INPUT FLAG (FS)	_	_	-	-	_	_

## FIG. 25

#### NPC MOVING TABLE (FOR TORTOISE NORMAL POSITION)

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	×1/2	Inx<10	0	Inx>20	10
SENSOR OUTPUT VALUE Y(INy)	CHANGE AMOUNT OF Y MOVING ACCELERATION (day)	×1/2	Iny<10	0	Iny>20	10
Z-AXIS CONTACT SW OUTPUT VALUE (INZ)	POSITION INVERSION	_	_	_	_	-
IMPACT INPUT FLAG (FS)	_	-	_	-	_	_



FIG. 26 NPC MOVING TABLE (FOR TORTOISE UPSIDE-DOWN POSITION)

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	× 2	ìnx>20	40	_	
SENSOR OUTPUT VALUE Y(INY)	CHANGE AMOUNT OF Y MOVING ACCELERATION (day)	× 1	Iny>20	40	_	_
Z-AXIS CONTACT SW OUTPUT VALUE (INZ)	POSITION INVERSION	_	<del>-</del>		_	_
IMPACT INPUT FLAG (FS)	_	-	_	-	_	_

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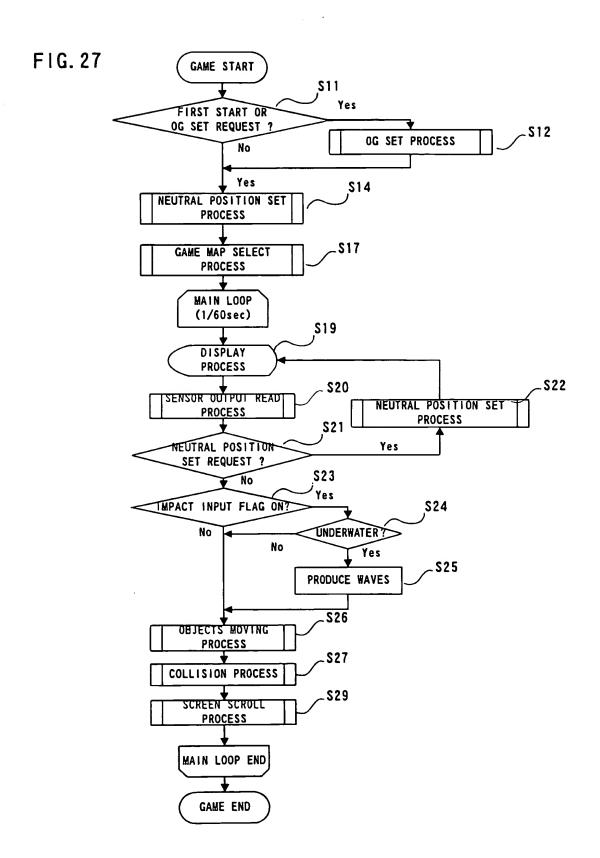




FIG. 28

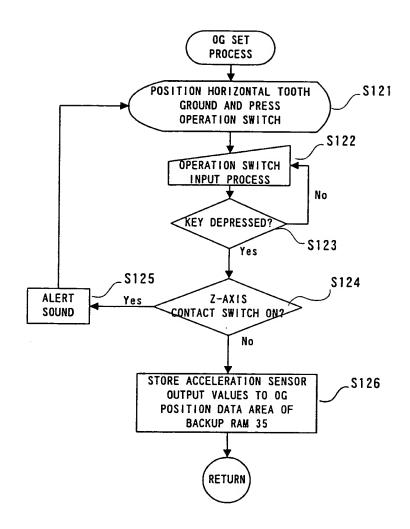
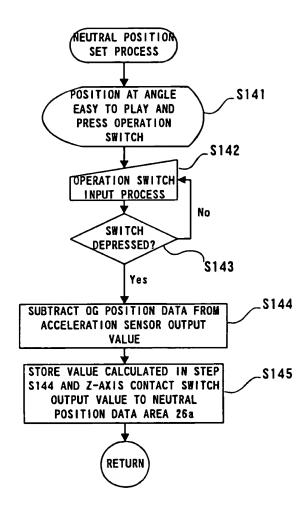
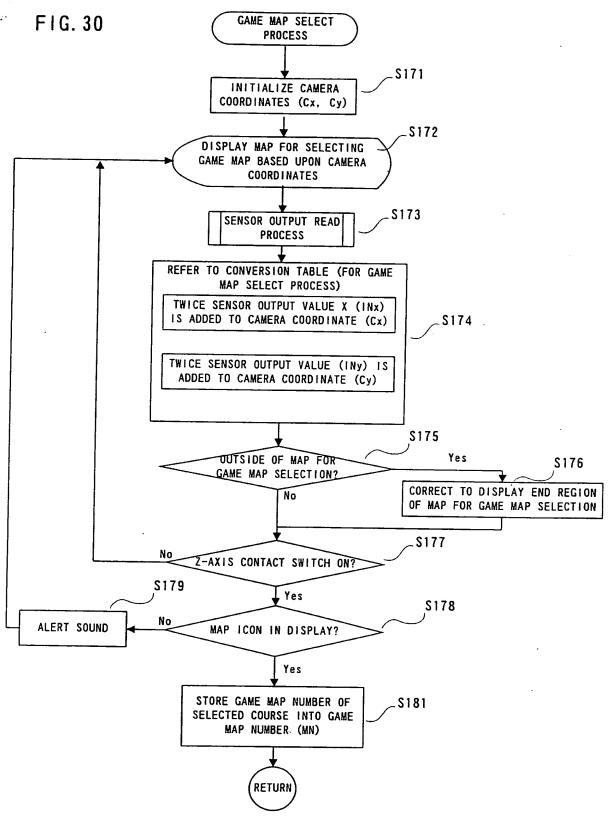




FIG. 29





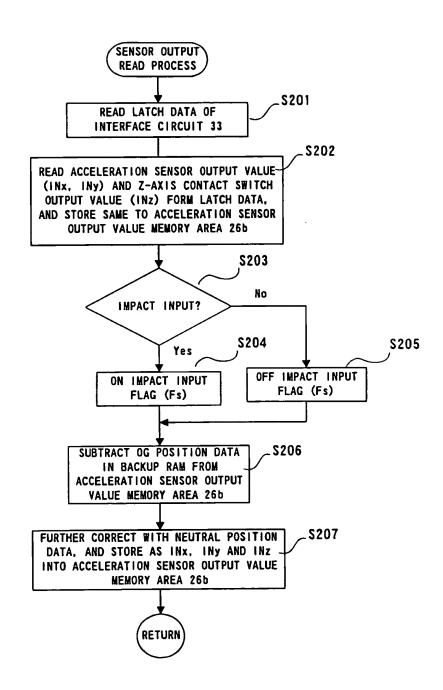


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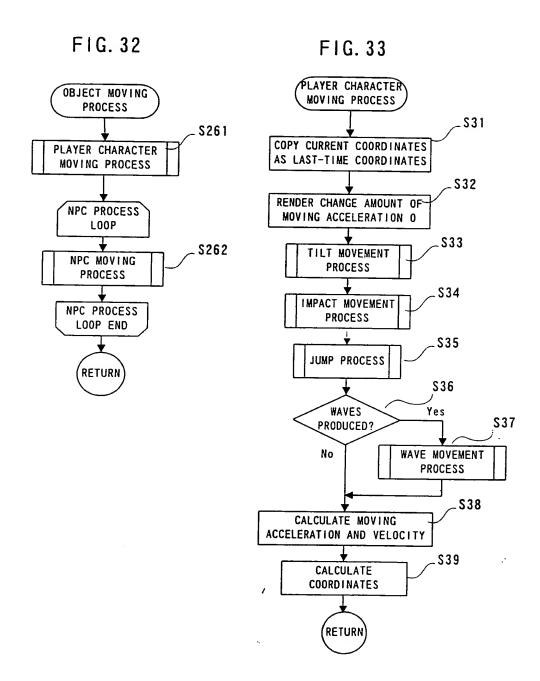


FIG. 31



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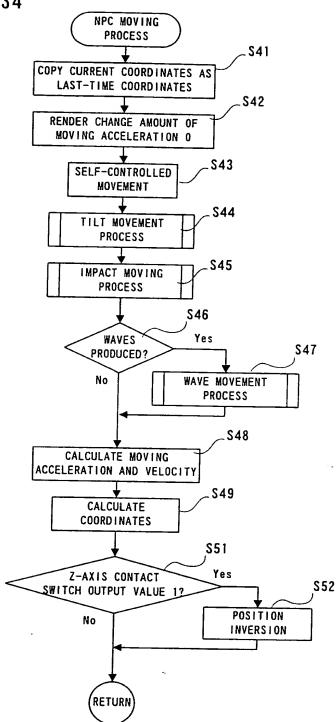




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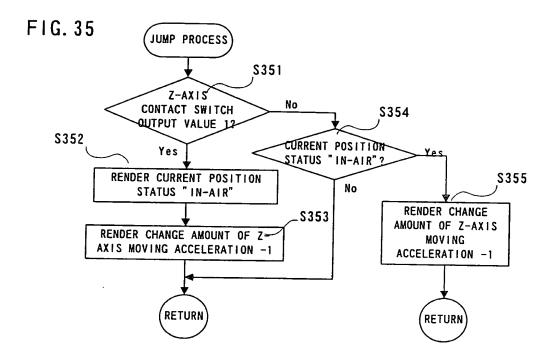


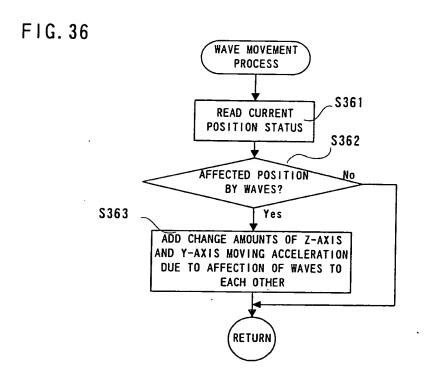




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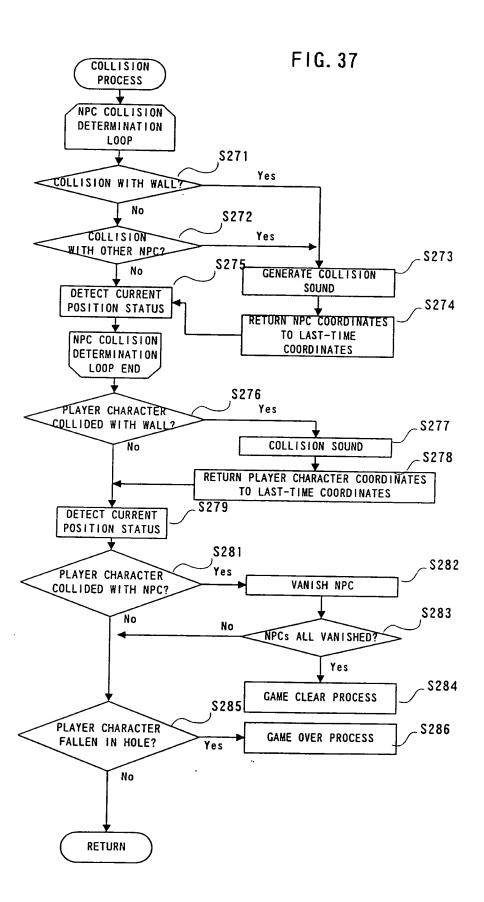






FIG. 38

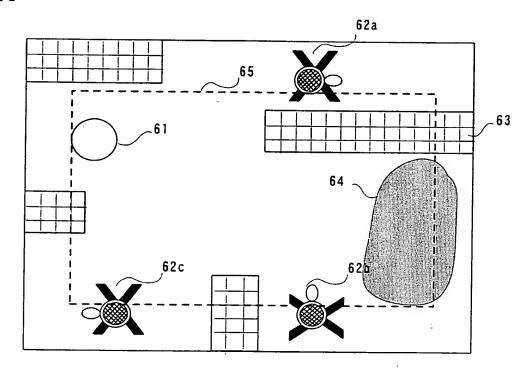
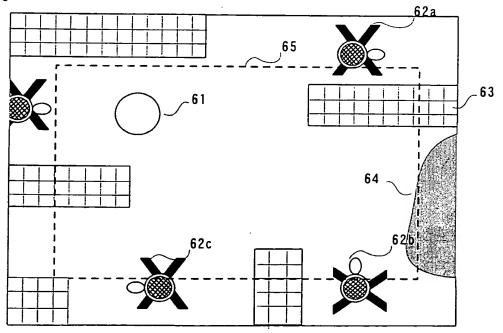


FIG. 39





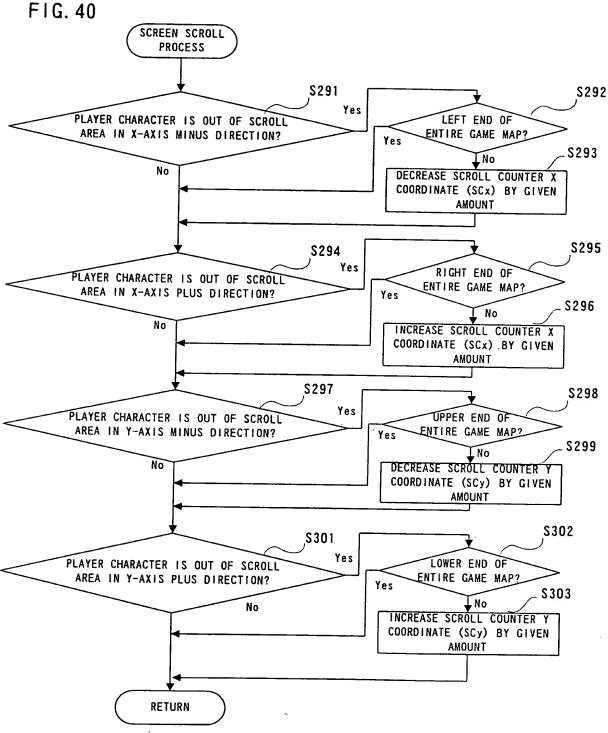






FIG. 41

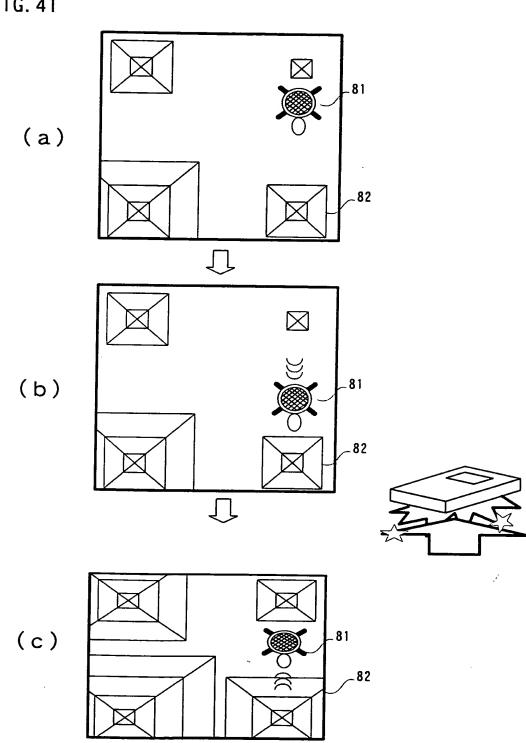




FIG. 42

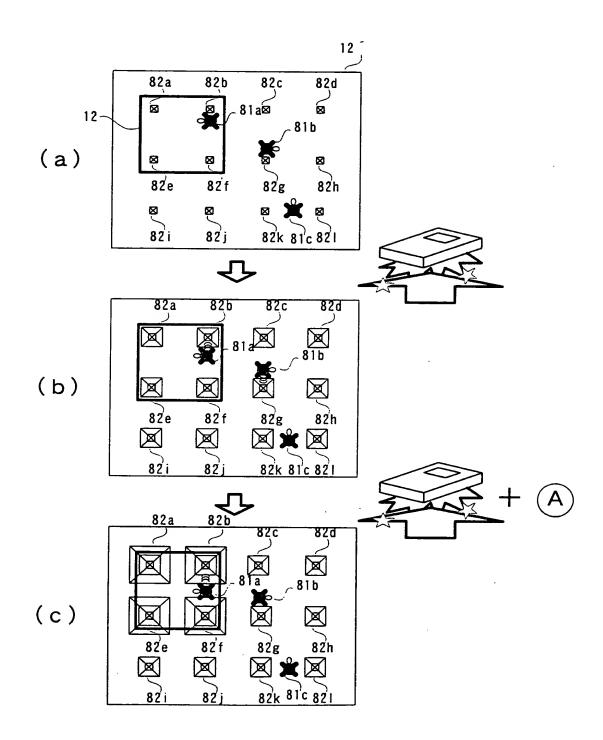




FIG. 43

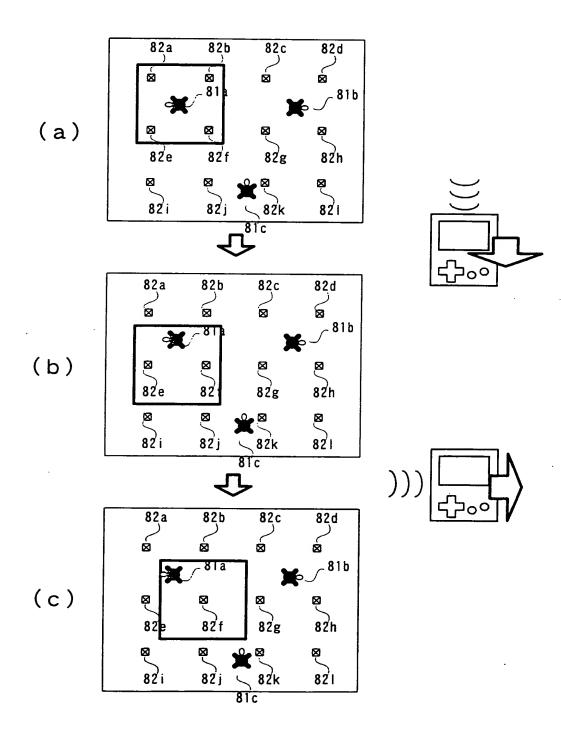






FIG. 44

(a)

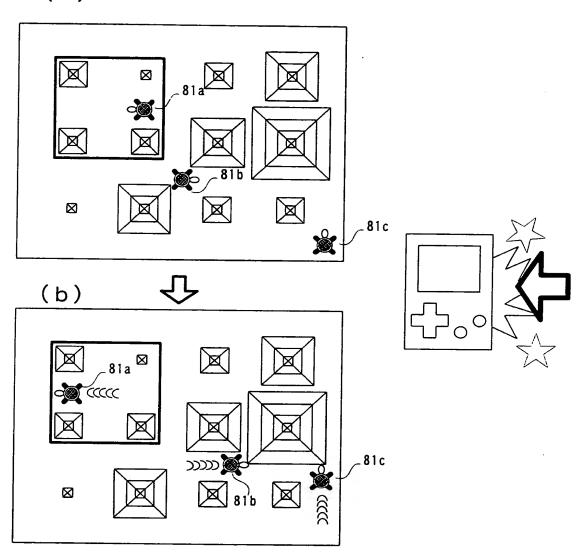






FIG. 45

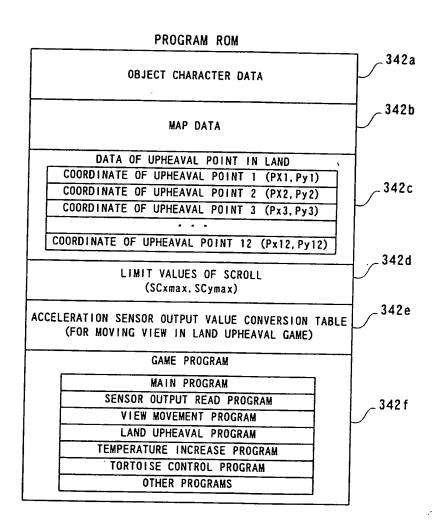






FIG. 46

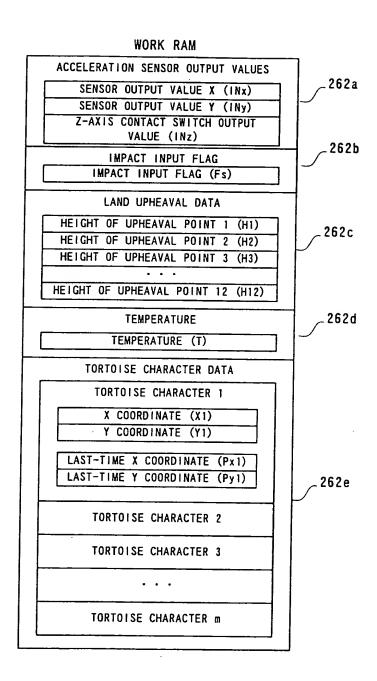
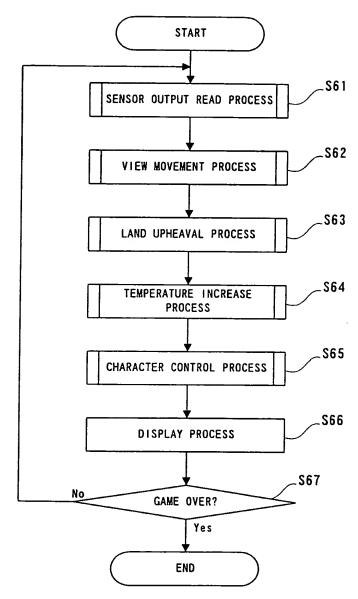




FIG. 47





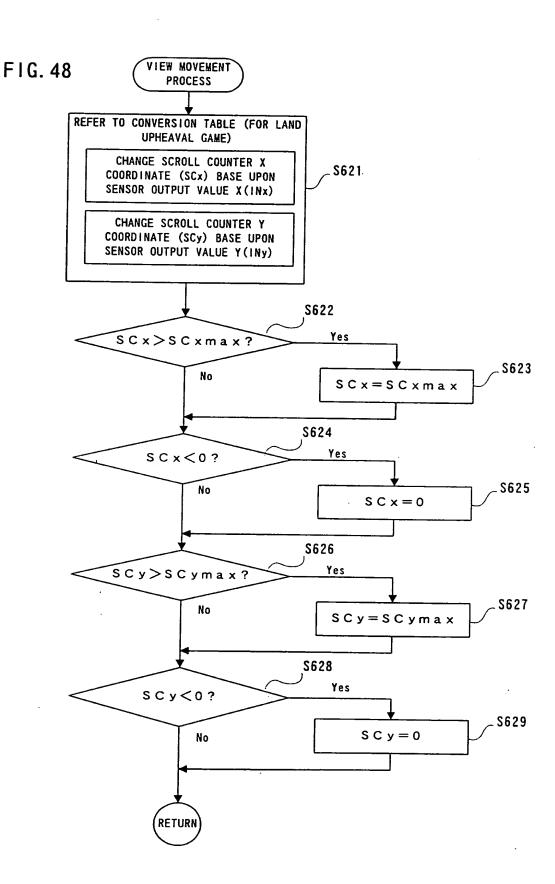




FIG. 49

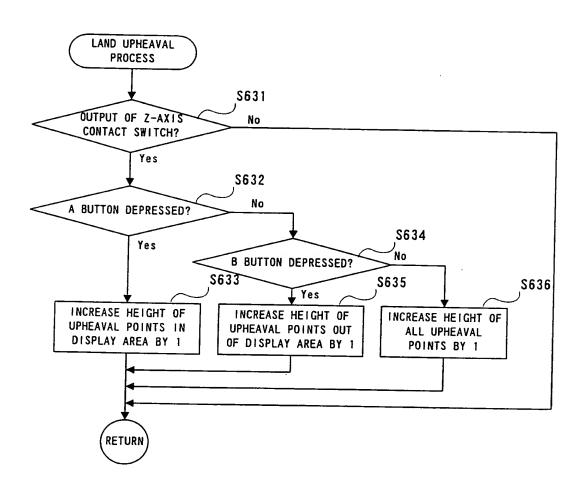






FIG. 50

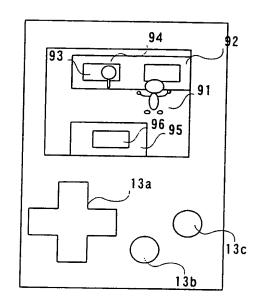






FIG. 51

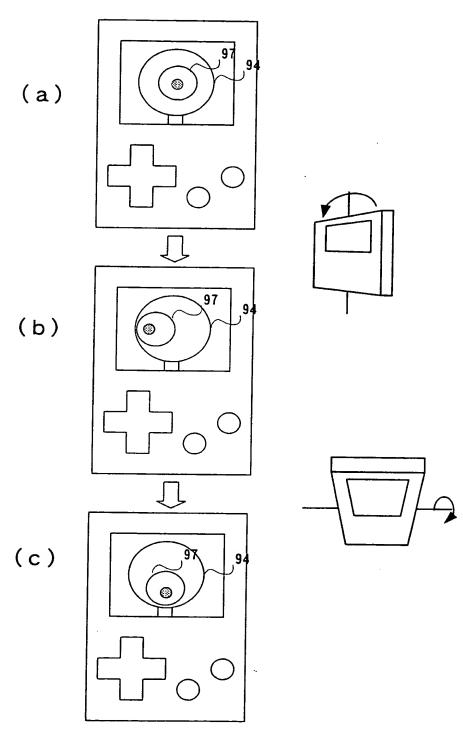






FIG. 52

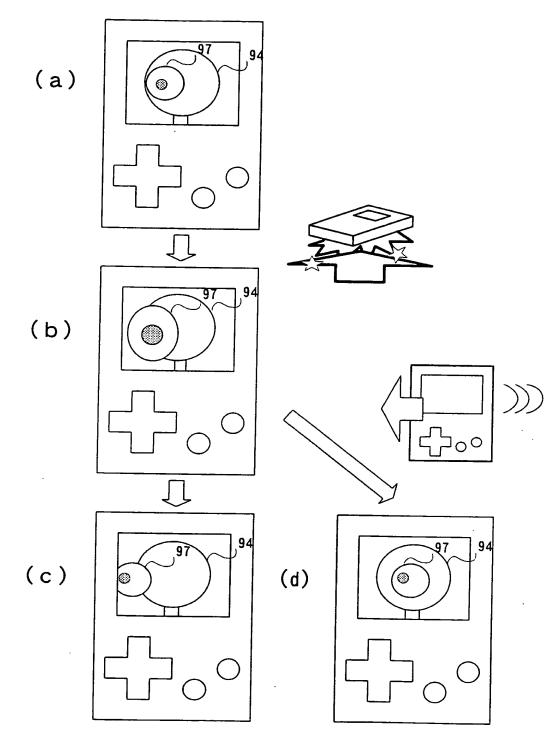




FIG. 53

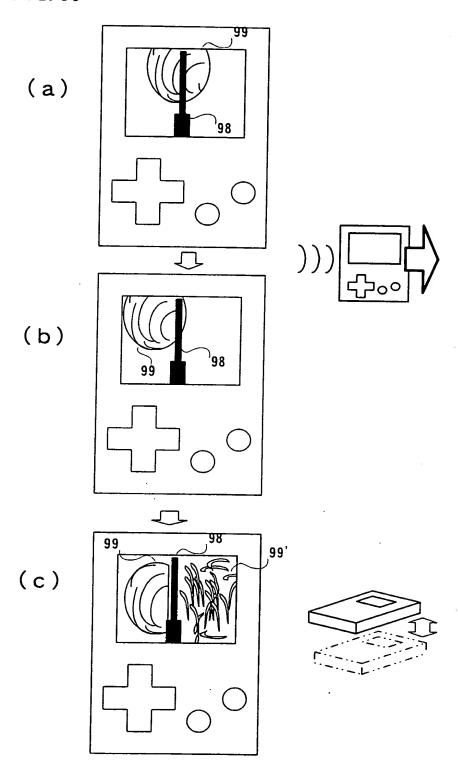
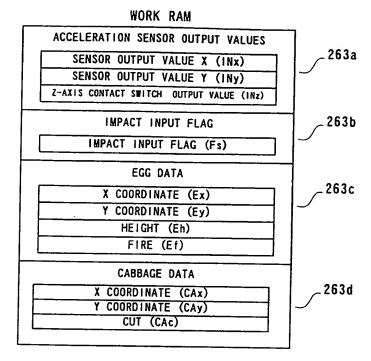
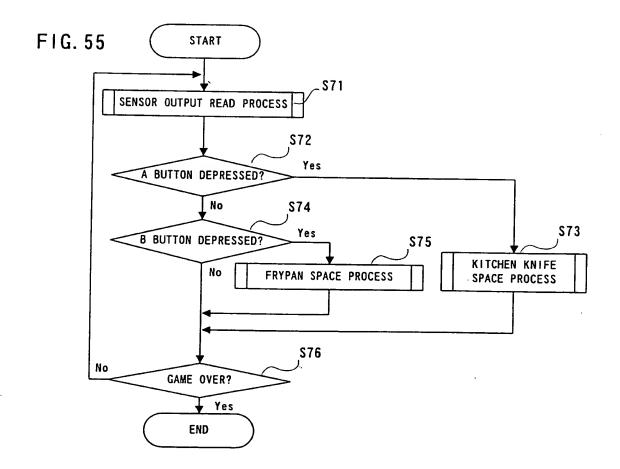




FIG. 54





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FIG. 56

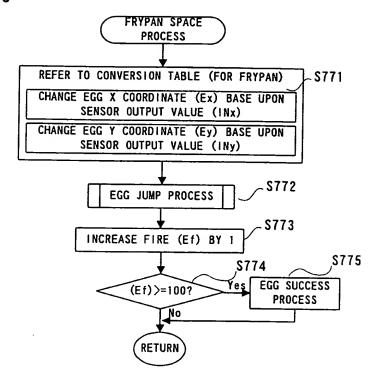
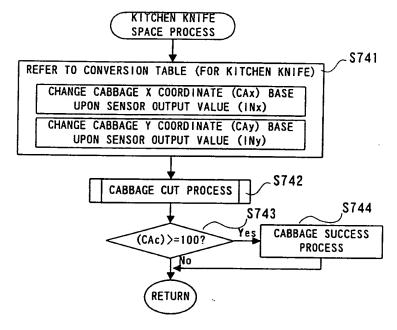


FIG. 57



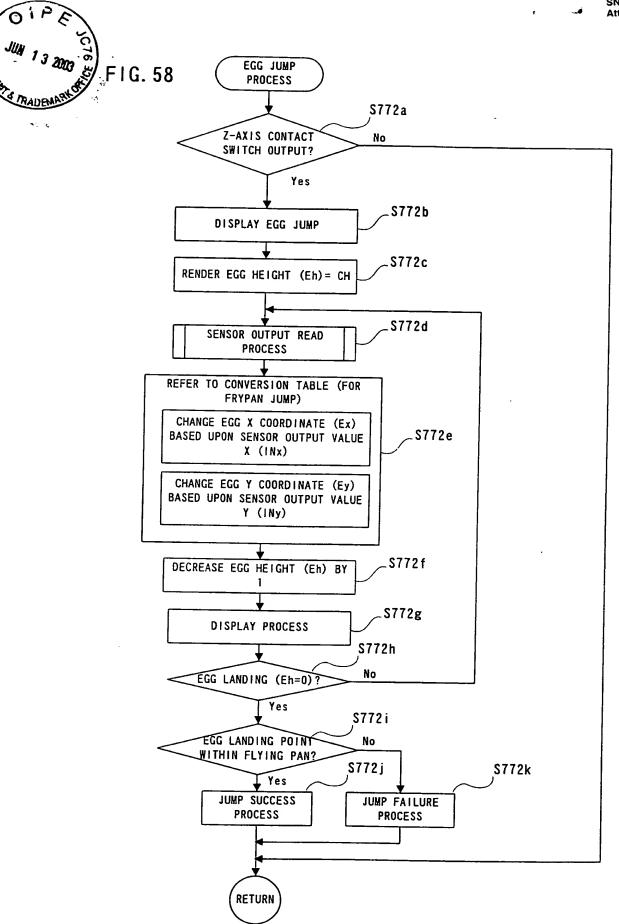




FIG. 59

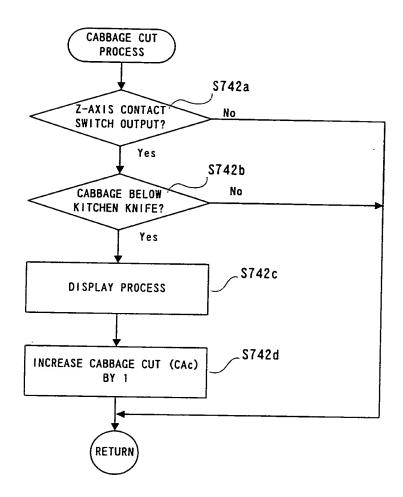
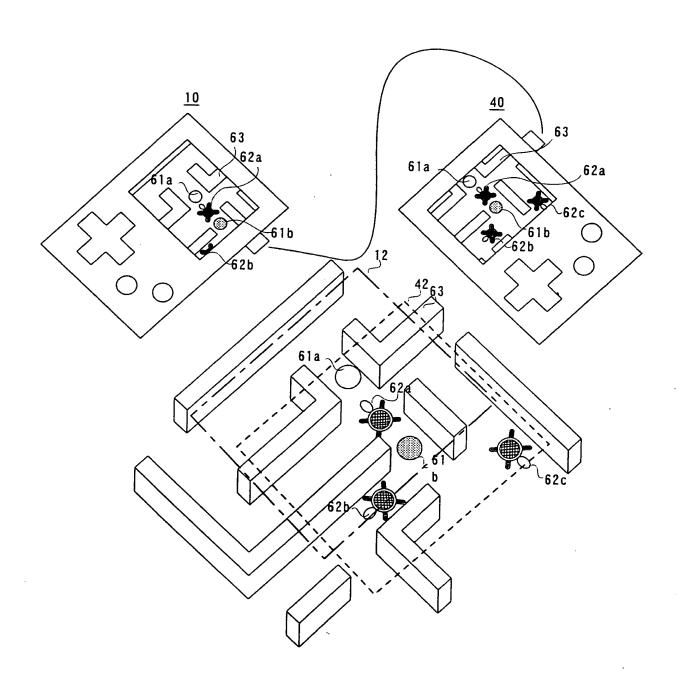




FIG. 60



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FIG. 61

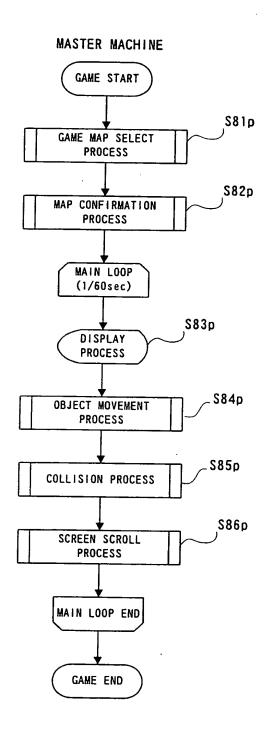
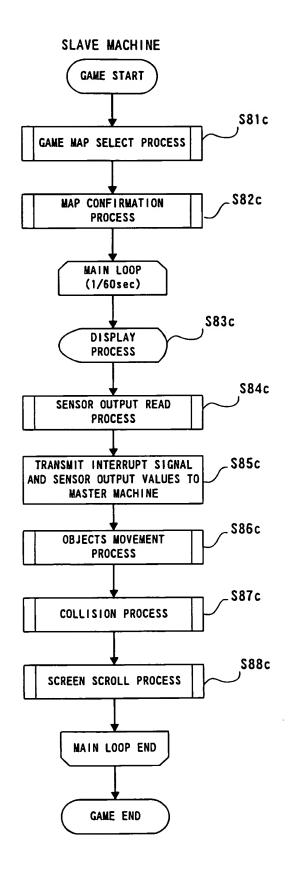




FIG. 62



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FIG. 63

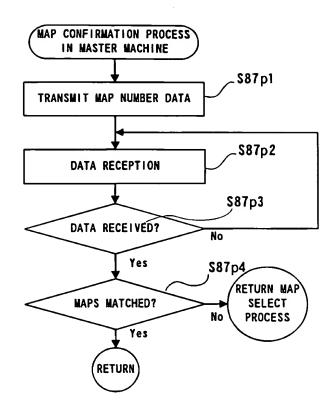
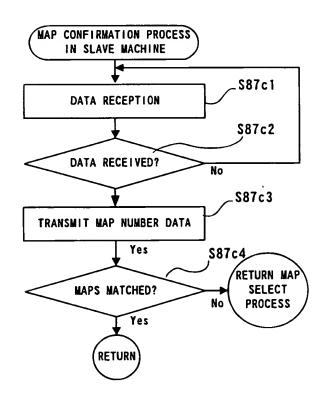


FIG. 64



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FIG. 65

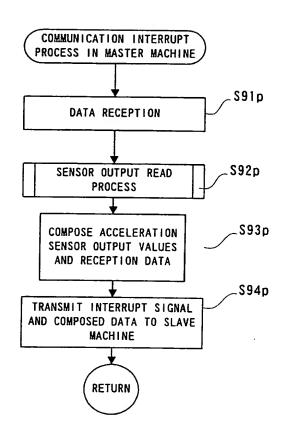


FIG. 66

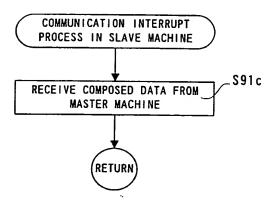




FIG. 67

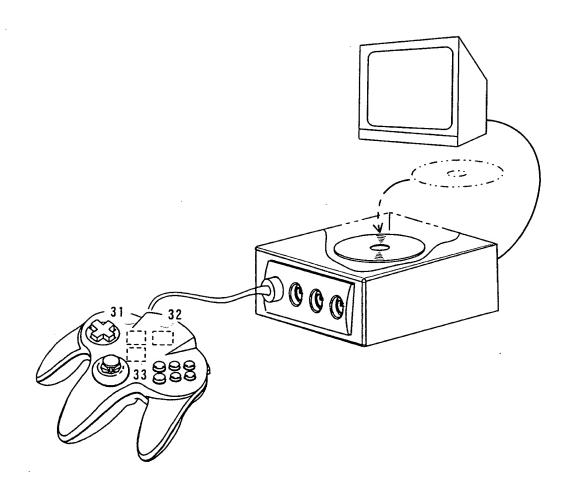
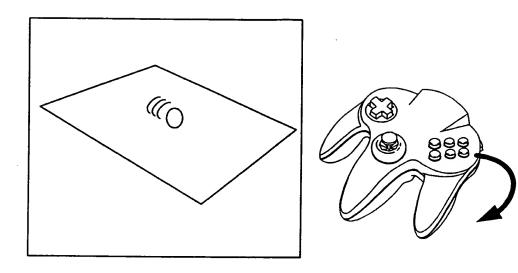






FIG. 68



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